REG10J0041-0400

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Renesas Starter Kit for M16C/26A

Tutorial Manual

RENESAS 16-BIT SINGLE-CHIP MICROCOMPUTER
M16C FAMILY / M16C/Tiny SERIES

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Chapter 1. Preface

Cautions

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Glossary

CPU	Central Processing Unit	MCU	Microcontroller
E8a	E8a On-chip debugger module	PC	Program Counter
LCD	Liquid Crystal Display	PCB	Printed Circuit Board
LED	Light Emitting Diode	RSK	Renesas Starter Kit

Chapter 2. Introduction

This manual is designed to answer, in tutorial form, the most common questions asked about using a Renesas Starter Kit: The tutorials help explain the following:

- How do I compile, link, download, and run a simple program on the Renesas Starter Kit?
- How do I build an embedded application?
- How do I use Renesas' tools?

The project generator will create a tutorial project with two selectable build configurations

- 'Debug' is a project built with the debugger support included.
- 'Release' build demonstrating code suitable for release in a product.

Files referred to in this manual are installed using the project generator as you work through the tutorials. The tutorial examples in this manual assume that installation procedures described in the Renesas Starter Kit Quick Start Guide have been completed. Please refer to the Quick Start Guide for details of preparing the configuration.

NOTE: These tutorials are designed to show you how to use the Renesas Starter Kit and are not intended as a comprehensive introduction to the High-performance Embedded Workshop debugger, the compiler tool-chains or the E8a Emulator – please consult the relevant user manuals for more in-depth information.

Chapter 3. Tutorial Project Workspace

The workspace includes all of the files for two build configurations. The tutorial code is common to both the Debug and the Release build configurations. The tutorial is designed to show how code can be written, debugged then downloaded in a ‘Release’ situation.

The build configuration menu in High-performance Embedded Workshop allows the project to be configured such that certain files may be excluded from each of the build configurations. This allows the inclusion of the debug monitor within the Debug build, and its exclusion in the Release build. Contents of common C files are controlled with defines set up in the build configuration options and `#ifdef` statements within the same files.

Maintaining only one set of project files means that projects are more controllable.

Chapter 4. Project Workspace

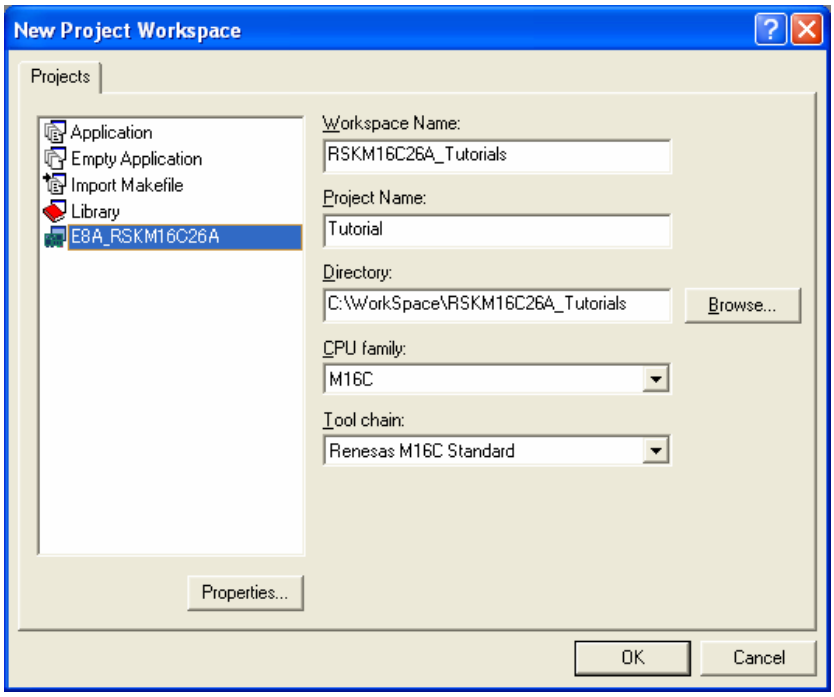
4.1. Introduction

High-performance Embedded Workshop is an integrated development tool that allows the user to write, compile, program and debug a software project on any of the Renesas Microcontrollers. High-performance Embedded Workshop will have been installed during the installation of the software support for the Renesas Starter Kit product. This manual will describe the stages required to create and debug the supplied tutorial code.

4.2. Creating a new Project Workspace

To look at the program, start High performance Embedded Workshop from the Windows Start Menu.

Open a new tutorial workspace from the [File -> New Workspace…] menu or select 'Create a new project workspace' when presented with the 'Welcome!' dialog.



The example above shows the New Project Workspace dialog with the RSKM16C26A selected.

- Select the 'M16C' CPU family and 'RenesasM16C Standard' Tool-chain.
- Select the 'E8A_RSKM16C26A' Project type for the Renesas Starter Kit from the project list.
- Enter a name for the workspace, all your files will be stored under a directory with this name.
- The project name field will be pre-filled to match the workspace name above; this name may be changed.
  Note: High-performance Embedded Workshop allows you to add multiple projects to a workspace. You may add the sample code projects later so you may wish to choose a suitable name for the Tutorial project now.
- Click <OK> to start the Renesas Starter Kit Project Generator wizard.

The next dialog presents the three types of example projects available.

1. Tutorial: This is the one of interest at this time; the code will be explained later in this manual.
2. Sample code: this provides examples for using various peripherals. If you select this and click <Next> it will open a new dialog allowing the selection of many code examples for the peripheral modules of the device.
3. Application: where the debugger is configured but there is no program code. This project is suitable for the user to add code without having to configure the debugger.

- Select "Tutorial" as the type of project to generate and then click "Next".
- Click "Finish" to create the project

The project generator wizard will display a confirmation dialog. Press 'OK' to create the project and insert the necessary files.

A tree showing all the files in this project will appear in High-performance Embedded Workshop.

- To view the file 'main.c', double click on the file in the Workspace window. A new window will open showing the code.

4.3. Build Configurations and Debug Sessions

The workspace that has been created contains two build configurations and two debug sessions. The Build Configuration allows the same project to be built but with different compiler options. The options available to the user are described fully in the High-performance Embedded Workshop Users Manual.

4.3.1. Build Configuration

The build configurations are selected from the left hand drop down list on the tool bar. The options available are Debug and Release. The debug build is configured for use with the debugger. The Release build is configured for final ROM-able code.

A common difference between the two builds may be the optimisation settings. With Optimisation turned on the Debugger may seem to execute code in an unexpected order. To assist in debugging it is often helpful to turn off optimisation on the code being debugged.

- Select the 'Debug Build' Configuration.

4.3.2. Debug Session

The debug sessions are selected from the right hand drop down list on the tool bar. The options vary between Renesas Starter Kit however one will always start Debug and include the type of debug interface. The alternate selection will be 'DefaultSession'. The purpose of the debug sessions is to allow the use of different debugger tools or different debugger settings on the same project.

- Select the 'SessionM16C_E8a_SYSTEM' debug session.

Chapter 5. Building the Tutorial Project

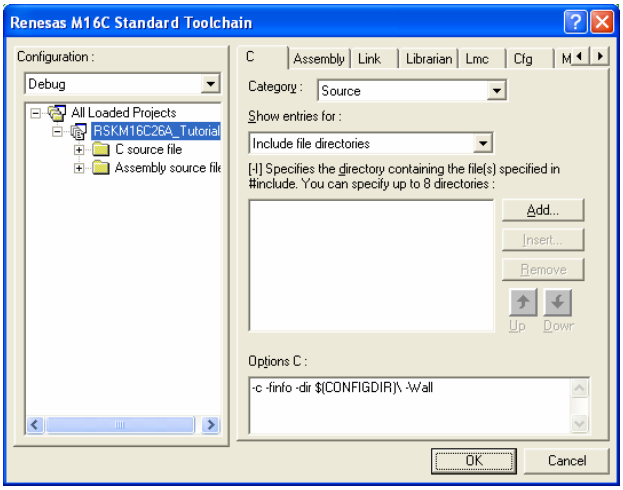
The tutorial project build settings have been pre-configured in the tool-chain options. To view the tool chain options select the 'Build' Menu item and the relevant tool-chain. This should be the first option(s) on the drop down menu.

The dialog that is displayed will be specific to the tool-chain selected.

The configuration pane on the left hand side will exist on all the tool-chain options. It is important when changing any setting to be aware of the current configuration that is being modified. If you wish to modify multiple or all build configurations this is possible by selecting 'All' or 'Multiple' from the 'Configuration' drop down list.

- Review the options on each of the tabs and 'Category' drop down lists to be aware of the options available.

When complete close the dialog box by clicking <OK>.



5.1. Building Code

There are three short cuts available for building the project.

1. Selecting the 'Build All' tool bar button.

   This will build everything in the project that has not been excluded from the build. This includes the standard library.

2. Selecting the 'Build' tool bar button.

   This will build all files that have changed since the last build. The standard library will not be built unless an option has been changed.

3. Pressing <F7>.

   This is equivalent to pressing the 'Build' button described above.

   - Build the project now by pressing <F7> or pressing one of the build icons as shown above.

During the build each stage will be reported in the Output Window.

The build will complete with an indication of any errors and warnings encountered during the build.

5.2. Connecting the debugger

For this tutorial it is not necessary to provide an external power supply to the board. The power will be obtained from the USB port. Please be aware that if you have too many devices connected to your USB port it may be shut down by windows. If this happens remove some devices and try again. Alternatively provide an external power source taking care to ensure the correct polarity and voltage.

The Quick Start Guide provided with the Renesas Starter Kit board gives detailed instructions on how to connect the E8a to the host computer. The following assumes that the steps in the Quick Start Guide have been followed and the E8a drivers have been installed.

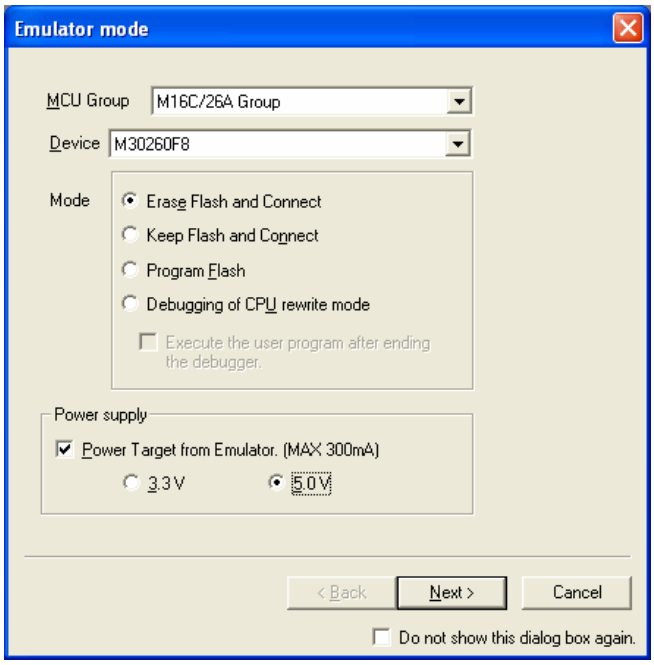
- Fit the LCD module to J8 on the Renesas Starter Kit, so it lies above J1. Insure all the pins of the connector are correctly inserted in the socket.
- Connect the E8a debugger to the USB port on your computer.
- Connect the E8a Debugger to the target hardware ensuring that it is plugged into the connector marked E8 which is nearest the power connector.
- If supplying external power to the board this can be turned on now.

5.3. Connecting to the target with the E8a

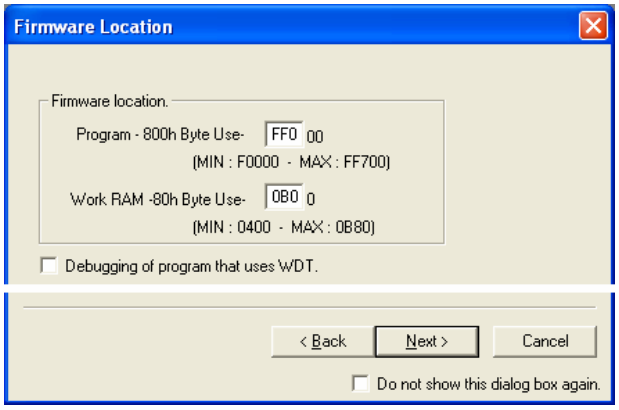
This section will take you through the process of connecting to the device, programming the Flash and executing the code.

- Select the 'SessionM16C_E8a_SYSTEM' debug session.
- Click the <Connect> button on the debug toolbar
- The 'Emulator mode' dialog will be shown. Select the correct MCU group and device type (e.g. M16C/26A Group and M30260F8 for E8A_RSKM16C26A).
- Select 'Erase Flash and Connect'.
- If the E8a is to provide power to the board, set 'Power Target from Emulator' and choose the '5.0V' option.

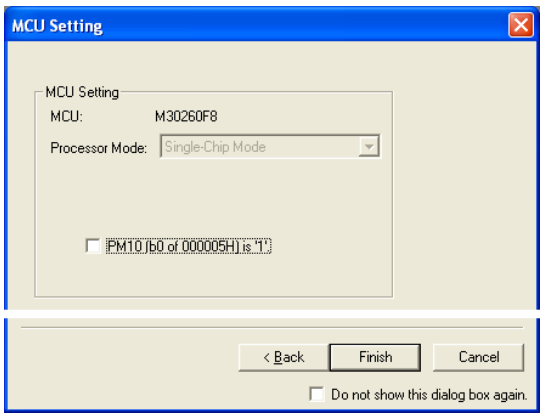
  Otherwise connect a 5V centre positive supply.
- Click <Next>.



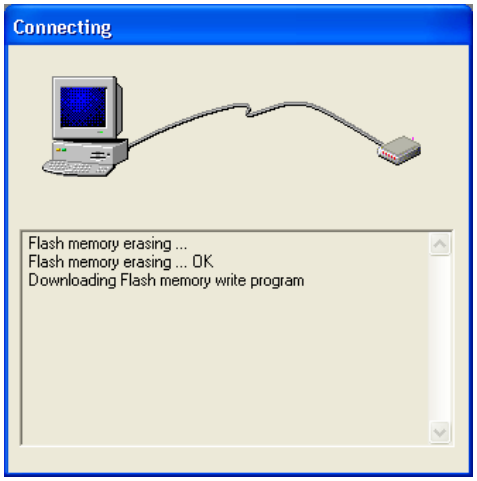
- Select FF000 for the Firmware location for the program. It is recommended that the E8a firmware location is towards the top of the memory map.
- Select 0B00 for the Work RAM location. It is recommended that the Work RAM is towards the top of the memory map.
- Ensure that the checkbox 'Debugging of program that uses WDT' is not checked.
- Click <Next>.


Firmware Location
Firmware location.
Program - 800h Byte Use- FF0 00
(MIN : F0000 - MAX : FF700)
Work RAM -80h Byte Use- 0B0 0
(MIN : 0400 - MAX : 0B80)
Debugging of program that uses WDT.
< Back
Next >
Cancel
Do not show this dialog box again.

- Only 'Single-Chip Mode' is available.
- Clear 'PM10 (b0 of 000005H) is '1'.'
- Click <Finish>.



- The Flash Memory write program is downloaded.
- The Output window in High-performance Embedded Workshop will state 'Connected'



Now is a good time to save the High-performance Embedded Workshop session.

Select 'File' | 'Save Session'.

If you have changed any workspace settings now is a good time to save the workspace.

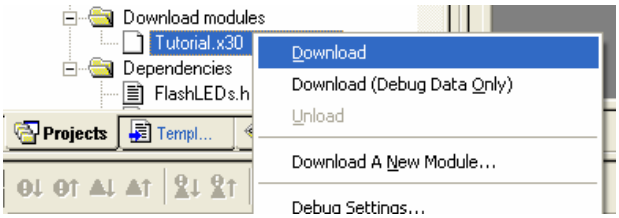
Select 'File' | 'Save Workspace'.

Chapter 6. Downloading and Running the Tutorial

Once the code has been built in High-performance Embedded Workshop it needs to be downloaded to the Renesas Starter Kit.

There will now be an additional category in the workspace view for 'Download Modules'.

- Right click on the download module listed and select 'Download'.



On completion the debugger and code are ready to be executed.

To start debugging we need to reset the debugger and target.

- Press 'Reset CPU' on the Debug Tool Bar.

The File window should open the Tutorial code at the entry point. An arrow marks the current position of the program counter.

```
.endm
;=====================================================================
; Interrupt section start
;---------------------------------------------------------------------
    .insf   start,S,0
    .glb    start
    .section    interrupt
start:
;---------------------------------------------------------------------
; after reset,this program will start
;---------------------------------------------------------------------
    ldc #istack_top,    isp ;set istack pointer
    mov.b   #02h,0ah
    mov.b   #00h,04h        ;set processer mode
    mov.b   #00h,0ah
    ldc #0080h, flg
    ldc #stack_top, sp  ;set stack pointer
    ldc #data_SE_top,   sb  ;set sb register
    ldintb  #VECTOR_ADR

;=====================================================================
; NEAR area initialize.
```

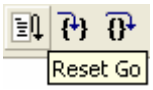
We will now skip over the initialisation code and proceed to the main tutorial.

- Open the file called 'resetprg.c'.

- Place a breakpoint at the call to `main();`

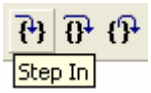
  Breakpoints can only be set when the E8a is connected to the target and the module is downloaded. Breakpoints can be set by double clicking in the column containing the PC arrow next to the line to break at; or selecting the line and pressing <F9>; or right click on the line and select 'Toggle breakpoint'. Alternatively set an eventpoint, by clicking in the column to the left of the breakpoint column. Up to 6 eventpoints can be set. Eventpoints do not require programming the flash memory, and thus are faster to use.

- Press 'Reset Go' on the Debug Tool Bar.



The code will execute to the breakpoint. At this point all the device initialisation will have been completed.

- Press 'Step In' on the Debug Tool Bar.

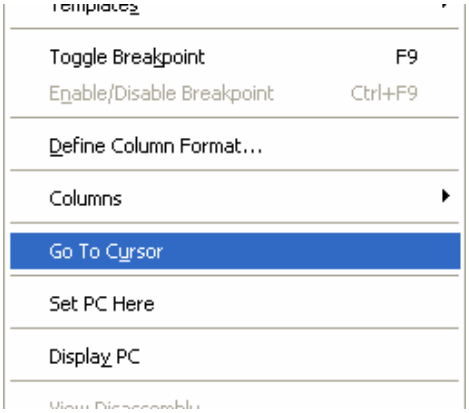


The code window will open 'main.c' and show the new position of the program counter.

```
54                  /*****************************************************************************
55                  User Program Code
56                  *****************************************************************************
57
58                  /*****************************************************************************
59                  Function Name:  Main
60                  Description:    Main function
61                  Parameters:     none
62                  Return value:   none
63                  *****************************************************************************
64                  void main(void)
65  f83ba           {
66                  /* Reset the LCD module */
67  f83ba               InitialiseDisplay();
68
69                  /* Display Renesas Splash Screen */
70  f83be               DisplayString(LCD_LINE1,"Renesas");
71  f83ce               DisplayString(LCD_LINE2,NICKNAME);
72
73                  /* Enable interrupts by setting i flag */
74  f83df               asm("fset i");
75
76                  /* Flash the user LEDs for some time or until a key is pressed. */
77  f83e1               FlashLEDs();
78
79                  /* Flash the user LEDs at a rate set by the user potentiomenter (ADC) using
80                     interrupts. */
81  f83e5               TimerADC();
82
83                  /* Demonstration of initialised variables. Use this function with the debugger.
84  f83e9               Statics_Test();
```

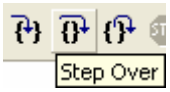
- Insert a breakpoint on the call to the `TimerADC` function.

- Right click on the `FlashLEDs();` function and select 'Go to cursor'.



The code will execute to the selected line and stop. An automatic breakpoint was inserted in the code and then removed after calling the break.

- Press 'Step Over' on the Debug Tool Bar.



The code will run and flash the LEDs 200 times. The debugger will not exit until all 200 flashes have completed or a button is pressed on the board

- To stop the LEDs flashing press the SW1 button on the board to exit the `FlashLEDs()` function.

The code will run to the breakpoint we previously set on the TimerADC function, note that the yellow PC arrow will now be superimposed on the breakpoint indicator, this conforms the breakpoint has been reached.

The TimerADC function initialises an interrupt on an available internal timer. On a compare match in the timer module an interrupt is generated. In the TimerADC code the interrupt reads the last ADC conversion from the external potentiometer and uses the result to set the next compare match value. The ADC conversion is then re-started.

The interrupt initialisation is completed as part of the hardware setup. This is contained in the file 'interrupts.c'.

- Open the file 'interrupts.c' by double clicking on the file in the Workspace window.
- Review this file and find the interrupt function that changes the LED pins; `TimerA0Handler(void)`.
- Set a breakpoint on the line where the LED pins are modified.
- Press <Go> or <F5> to run the code from the current PC position.

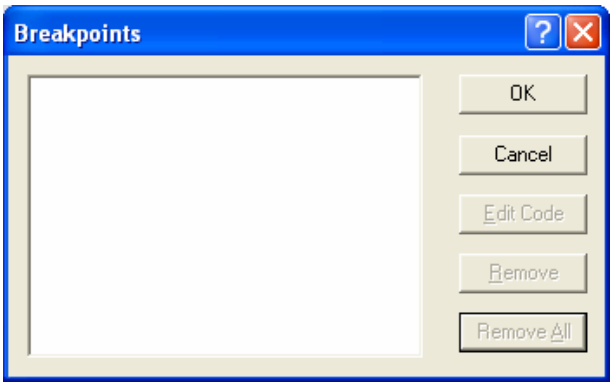
The code will stop in the interrupt routine. It is now possible to step through the interrupt function.

- Remove the breakpoint in the interrupt by double clicking again before exiting the function.
- Press <Go>to run the code from the current PC position.

The code will now run to the infinite loop at the end of Main. The user LEDs should now be flashing. You can modify the flashing rate by adjusting the potentiometer on the board.

- Press <Stop> on the debug tool bar.

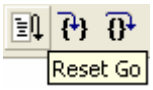
- Press 'CTRL-B' to open the breakpoint window.



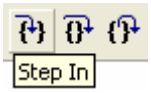
This dialog is not available if user debugged using eventpoints as suggested at top of page 10. 'CTRL-E' will open the eventpoint window. Eventpoins can be viewed in Breakcondition tab of event window.

- Select <Remove All>
- Press <OK>.
- Open the file 'main.c'
- Insert a breakpoint on `Statics_Test();`.

The statics test is used to demonstrate that the initialisation has successfully copied all initialised variables from storage in flash to RAM.

- Press <Reset Go> on the Debug Tool Bar. 

The code will stop at the breakpoint. (Press a button to bypass the flashing LED test.)

- Press <Step In> on the Debug Tool Bar. 

It is possible to monitor variables during debugging of the code. To set up a 'watch' on a variable place the mouse over the variable. If the variable is available in the current context a tool-tip will be displayed with the current value of the variable.

- Hover the mouse over the 'ucStr' variable to see the tooltip value. Then Right click on the variable name and select 'Instant Watch'.

A dialog will open showing the variable and allowing further details to be explored.

- Press <Add>

The dialog will close and a new pane will open in the workspace containing the variable.

It is possible to see that the string has been successfully initialised to ' STATIC '.

- Set a breakpoint on the call to `DisplayString();` inside the for loop.
- Press 'Go' to run the code from the current PC position.

When the program stops you can see the modified string displayed on the second line of the LCD.
Inspection of the watch pane will show that the first character of the variable string has been replaced with the first character of the constant replacement string.

- Remove the breakpoint
- Right click on the `DisplayString();` function call after the loop and select ‘Go to cursor’.

This shows that the variable was initialised at program start up and can be overwritten with ‘TESTTEST’.
You have now run the tutorial code and used many of the common features of the debugger. We suggest that you review the rest of the tutorial code as many functions have important information on the operation of the code, the compiler directives and comments on when they should or must be used. Please refer to Chapter 7 for more information on the project files.

Chapter 7. Project Files

7.1. Standard Project Files

The Renesas Starter Kit tutorials are configured so that it is possible to provide the same tutorial code on multiple Renesas Starter Kit products. This allows the evaluation of the different processor cores using equivalent code. To achieve this, the following files are common between all device cores and Tool-chains.

Each of the tutorial files has detailed comment text describing the function of each code entry. Please refer to the source code for greater detail on the purpose and operation of the compiler specific details.

7.1.1. Initialisation code (resetprg.c / resetprg.h)

This is the entry point of the main tutorial code.

```
void Initialise(void)
{

    /* Initialise all the required peripheral modules */
    HardwareSetup();

    /* main function including users code */
    main();

    /* This function must never exit */
    for(;;);
}
```

Initialisation of the variables used in the C compilers and initialisation of stack pointers are completed in the ncrt0.a30 file for the M16C compiler, this file in turn calls `Initialise();`

The call to `HardwareSetup()` will initialise the device hardware and peripherals ready for the tutorial software.

The call to `main()` will start the main demonstration code.

7.1.2.Board initialisation code (hwsetup.c / hwsetup.h)

There are four common stages to the configuration of the microcontroller device. The code to demonstrate this is therefore split into four functions. Each function is written specifically for the device supported. The function calls are shown below.

```
/***********************************************************************************
Function Name:  HardwareSetup
Description:    Sets up hardware
Parameters: none
Return value: none
***********************************************************************************/

void HardwareSetup(void)
{
    ConfigureOperatingFrequency();

    ConfigurePortPins();

    EnablePeripheralModules();

    ConfigureInterrupts();
}

/***********************************************************************************
End of function HardwareSetup
***********************************************************************************/
```

7.1.3. Main tutorial code (main.c / main.h)

The main tutorial code is common to all tutorial projects. The display initialisation and string display functions operate on the LCD display module. Check compatibility with ks0066u controller and pin connection on the schematic before connecting a LCD module not supplied by Renesas.

```
/***********************************************************************************
Function Name:  Main
Description:    Main function
Parameters:     none
Return value:   none
***********************************************************************************/
void main(void)
{
/* Reset the LCD module */
    InitialiseDisplay();

/* Display Renesas Splash Screen */
    DisplayString(LCD_LINE1,"Renesas");
    DisplayString(LCD_LINE2,NICKNAME);

/* Flash the user LEDs for some time or until a key is pressed. */
    FlashLEDs();

/* Flash the user LEDs at a rate set by the user potentiomenter (ADC) using
   interrupts. */
    TimerADC();

/* Demonstration of initialised variables. Use this function with the debugger. */
    Statics_Test();

/* End of the user program. This function must not exit. */
    for(;;);
}
/***********************************************************************************
End of function main
***********************************************************************************/
```

Chapter 8. Additional Information

For details on how to use High-performance Embedded Workshop, refer to the High-performance Embedded Workshop manual available on the CD or from the web site.

Further information available for this product can be found on the Renesas website at:

www.renesas.com/renesas_starter_kits

General information on Renesas Microcontrollers can be found at the following website.

Global: http://www.renesas.com/

Regional (English language) sites can be accessed from the Global site, or directly by going to:

Europe: http://eu.renesas.com/

America: http://america.renesas.com/

Asia: http://sg.renesas.com/

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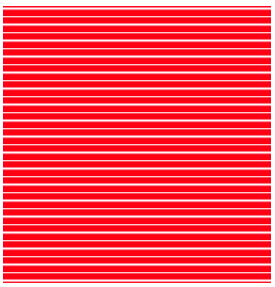
Renesas Starter Kit for M16C/26A
Tutorial Manual



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